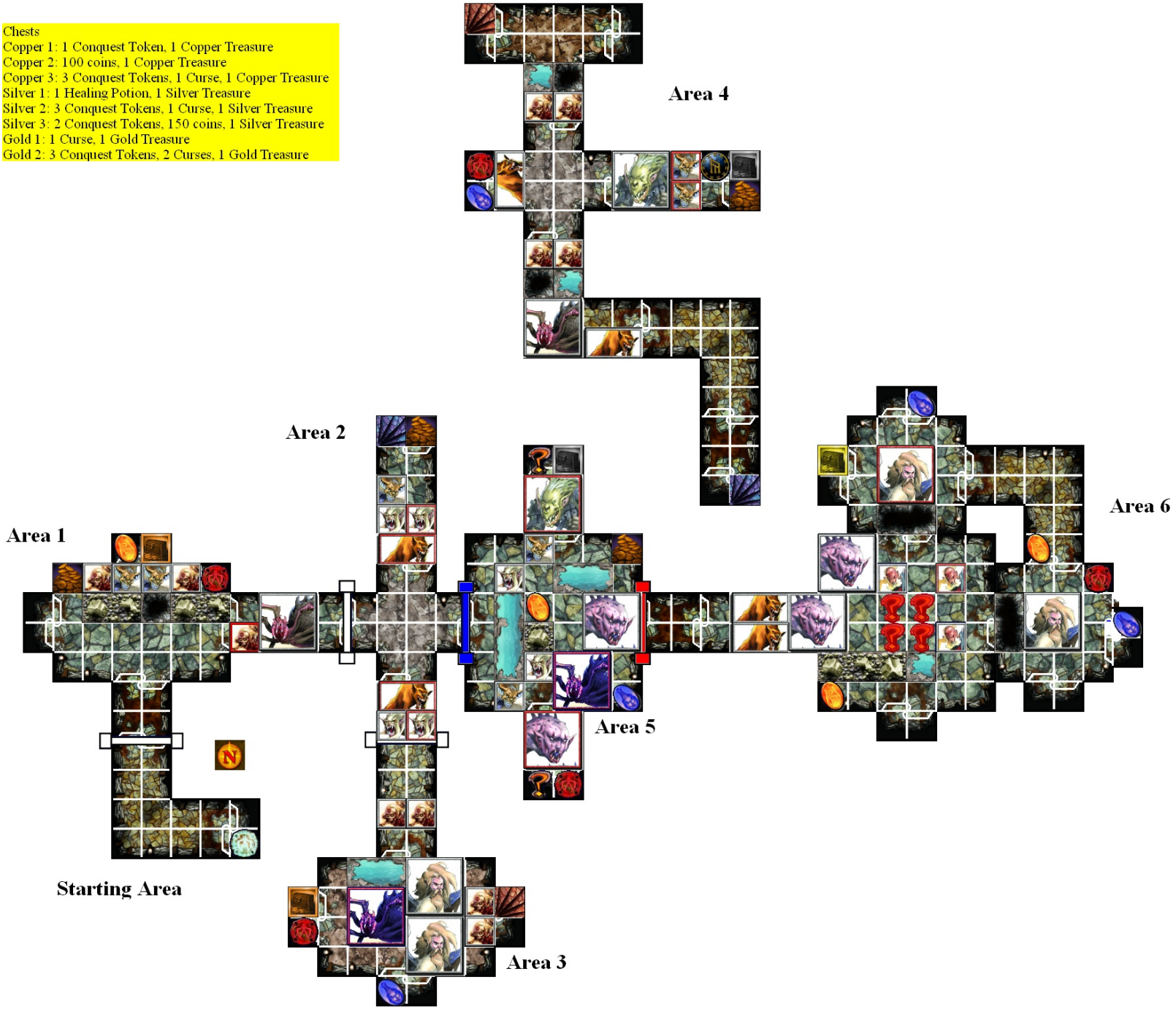
Chests
Copper 1: 1 Conquest Token, 1 Copper Treasure
Copper 2: 100 coins, 1 Copper Treasure
Copper 3: 3 Conquest Tokens, 1 Curse, 1 Copper Treasure
Silver 1: 1 Healing Potion, 1 Silver Treasure
Silver 2: 3 Conquest Tokens, 1 Curse, 1 Silver Treasure
Silver 3: 2 Conquest Tokens, 150 coins, 1 Silver Treasure
Gold 1: 1 Curse, 1 Gold Treasure
Gold 2: 3 Conquest Tokens, 2 Curses, 1 Gold Treasure



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A Chase in the Dark

By Giovanni Cornara

Quest Background

Exploring an ancient necropolis, the member of the local Wizards Guild found an ancient artifact, the Rune of Hell. To avoid it falling into the wrong hands, the wizards want to secure it in their stronghold, so they hired you to guard them on their journey to the city.
Unfortunately, one night your camp has been assaulted by an horde of creatures. You manage to get rid of the foul beasts with ease, but after making them flee, you see one of the wizard, wounded, running in your direction. "It' was the evil sorcerer Szandor's deed" he says. "The attack was just a diversion, so that he and his minions had the chance to steal the Rune of Hell. Please, take the rune back. Almost surely Szandor has fled to his fortess, not far from here". This said, he gives you a map, with directions to the lair of the evil sorcerer. Not wanting to waste time, you begin the chase.

Quest Goals

Your goal is to find the evil sorcerer Szandor and to retrieve the Rune of Hell. If you can activate some of the ancient gluphs of transport in the dungeons, all the better. You start with 5 conquest tokens. If you ever run out of conquest tokens, Szandor will triumph over you. Good luck.

Area Descriptions

These descriptions should be read as the appropriate areas are revealed.

Area 1

Your torches light the walls of a cavern, all covered with slime, moss and mushrooms. In front of you, you can see piles of bones and corpses consumed by time.
"That's what remains of the fools who dared to enter my doamins. Soon you'll be with them!" an evil voice screams, while a dark-cloaked figure vanishes in the corridor to the east.
As you begin to follow it, a group of creatures advances from behind the bone piles and attacks.

Area 2

Entering this corridor you have just the time to see a door closing in front of yo, and a rune of power on it starts shining with a pale blue light. That happens just before a group of Beastmen and Hell Hounds jumps on you.

Area 3

This room is entirely covered with glyphs and runes that emit a blood-red glow. A group of monsters guards a large stone chest and a staircase, most surely going into the depths of Szandor's stronghold.

Area 4

You descend into the strongold's dungeons. Here the air is heavy, and breathing difficult. You realize that the foul smell comes from some slime pits on the ground, and also from a big Ogre that steps forward from a dark corridor. "Szandor sorcerer don't wants 'truders! Szandor sorcerer do big Demon comes and kill alls! Now 'truders die!"

When all the heroes are in Area 4:

You hear the noise of stone sliding onto stone. When you realize what happened is too late, a granite plate is now barring the access to the staircase behind you. You are forced to go forward.

Remove the staircase the heroes were coming from.

If a hero picks up the blue rune key:

You take the key, and immediately hear a faint hum. Upstairs you hear moving creatures and a door opening.

Open the door separating Area 2 from Area 3.

Area 5

You enter a room whose walls are entirely covered in ice. Runes are carved on some of the walls. In front of you, a layer of transparent ice lets you see a corridor, and further a circle of sorcerers performing some sort of ritual.

If a hero ends its movement on an event marker:

You touch the runes, and a beam of light hits the wall to the east. The ice starts to melt.

Remove the event marker.

If both the runes have been touched:

The ice door melts, freeing the entrance to Szandor's sanctum.

Open the red runelocked door, and reveal the access to Area 6.

Area 6

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On an altar at the center of the room you see an intricated rune pathway. Szandor and his acolytes are in the way of completing some sort of ritual, while creatures step forward to block you.

The Master Sorcerer in this area is Szandor. Szandor has the same stats as an ordinary Master Sorcerer, with the following exceptions: his armor is 4, he has 4 more wounds and is not Undying. His attacks have the Blast 1 and Web special rules.

If the heroes kill Szandor:

Szandor's body is shaken by violent convulsions, while he screams. "Ahahahahha, fools! Killing me it's been useless! The ritual is complete! Show yourself Rhoarycha! I Summon thee!" This said, he puts the Rune of Hell on the altar. A cloud of greenish smoke starts emanating from the ground, while a corpse-like demon takes shape.

The heroes gain 3 conquest token for killing Szandor.

At the beginning of the next Overlord turn after Szandor's death, put a Master Demon model in play on the four red question marks. The Demon here is Rhoarycha. It has the same stats of a Master Demon with the following exceptions: its armor is 6, he has 6 more wounds and has the Poison special rule. Moreover, any hero suffering damage from its Aura takes 1 poison token.

If Rhoraycha is killed:

The body of the demon begins slowly to decompose. Every time a part of its body touches the ground it disappears in a cloud of green smoke. You have defeated the Demon Rhoarycha and put an end to Szandor's evil.

The heroes gain 5 conquest tokens for killing Rhoarycha. They have completed their quest.

Acknowledgements

Thanks to Mike Zebrowski for creating the Descent Campaign Editor.

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